1 Technology Overview

Goals
Provide reliable group messaging mechanism.

Features
- Basic group messaging interface.
- Groups identified by names.
- Messages are byte arrays.
- Configurable protocol stack.
  - Multiple underlying transports.
  - Multiple reliability mechanisms.
  - Multiple membership discovery mechanisms.
  - Multiple error recovery mechanisms.
  - ...

2 Assignment Part I

Assignment
Peer
Implement a process that will update a shared hash map.
  - The shared hash map is available through SharedHashMap channel.
The updates are transmitted through `UpdateEvent` class.

```java
import java.io.Serializable;

public class UpdateEvent implements Serializable {
    private static final long serialVersionUID = 0xBAADBAADBAADL;
    public int key;
    public String value;
}
```

### Examples To Begin With...

> git clone http://github.com/d-iii-s/teaching-introduction-middleware.git

Java

> cd teaching-introduction-middleware/src/jgroups-basic-peer/java
> cat README.md

## 3 Interface Overview

### JChannel Class

```java
public class JChannel implements Closeable {
    public JChannel ();
    public JChannel (String properties);
    public JChannel (InputStream configuration);
    public JChannel connect (String cluster_name);
    public JChannel disconnect ();
    public JChannel send (Message msg);
    public JChannel send (Address dst, Object obj);
    public JChannel send (Address dst, byte [] buf);
    public JChannel setReceiver (Receiver r);
    public Receiver getReceiver ();
    public View getView ();
    public JChannel addChannelListener (ChannelListener listener);
    public JChannel removeChannelListener (ChannelListener listener);
}
```

### Message Interface

```java
public interface Message {
    public Address getDest ();
    public Message setDest (Address new_dest);
    public Address getSrc ();
    public Message setSrc (Address new_src);
}
```

### BytesMessage Class

```java
public class BytesMessage implements Message {
    public BytesMessage ();
    public BytesMessage (Address dest);
    public BytesMessage (Address dest, byte [] array);
    public BytesMessage (Address dest, byte [] array, int offset, int length);
```
public int getOffset ();
public int getLength ();
public byte [] getArray ();
public BytesMessage setArray (byte [] b, int offset, int length);

ObjectMessage Class

public class ObjectMessage implements Message {
    public ObjectMessage ();
    public ObjectMessage (Address dest); 
    public ObjectMessage (Address dest, Object obj);
    public <T extends Object> T getObject ();
    public ObjectMessage setObject (Object obj);
    ...
}

Receiver Interface

public interface Receiver {
    default void receive (Message msg);
    default void receive (MessageBatch batch);
    default void viewAccepted (View new_view);
    default void block ();
    default void unblock ();
    default void setState (InputStream input);
    default void getState (OutputStream output);
}

ChannelListener Interface

public interface ChannelListener {
    public void channelClosed (JChannel channel);
    public void channelConnected (JChannel channel);
    public void channelDisconnected (JChannel channel);
}

Code Now ...
Show Your Code …

Query Host Name

```bash
> hostname
u1-22
```

Run Screen Sharing

```bash
> x11vnc -vnclocalhost:1 -viewonly
```

4 Assignment Part II

Assignment

Peer

Implement a process that will track and display a shared hash map state.

- The shared hash map is available through `SharedHashMap` channel.
- The updates are transmitted through `UpdateEvent` class.

```java
import java.io.Serializable;

public class UpdateEvent implements Serializable {
    private static final long serialVersionUID = 0xBAADBAADBAADL;
    public int key;
    public String value;
}
```

Quiz

- How would you go about measuring the cluster throughput?
- Will the entire cluster see the same state?
Submission

GitLab

Requirements
- Use the assignment subdirectory.
- Write brief report in SOLUTION.md.
- Include build scripts with instructions.
- Do not commit binaries or temporary build artifacts.
- Tag your solution with task-04 and push the tag.